AMENDMENT TO THE CLAIMS

This listing of claims will replaces all prior versions, and listings, of claims in the application:

1. (Cancelled)

2. (Currently Amended) The method of claim [[1]] 51, wherein receiving information associated with at least one physical attribute comprises receiving information associated with facial expressions of the party.

3. (Currently Amended) The method of claim [[1]] 51, wherein receiving information associated with at least one physical attribute comprises receiving information associated with the lip movement of the party.

4. (Previously Presented) The method of claim 3, wherein animating at least a portion of an image comprises animating the lips of the image.

5. (Cancelled)

6. (Currently Amended) The method of claim [[1]] 51, wherein receiving information associated with at least one physical attribute comprises receiving a numeric value associated with one of a plurality of facial expressions.

7. (Currently Amended) The method of claim [[1]] 51, further comprising receiving voice signals during the packet-based call session.

8. (Previously Presented) The method of claim 7, wherein displaying the animated image comprises displaying an image of moving lips of the party that are substantially synchronized with the voice signals.

9. (Currently Amended) The method of claim [[1]] 51, wherein establishing the packet-based call session over an Internet Protocol network comprises establishing the packet-based call session over a wireless link.

10. – 12. (Cancelled)

13. (Currently Amended) The apparatus of claim [[10]] 52, wherein the controller is adapted to animate lips in the image that are substantially synchronized with the voice information.

14. (Currently Amended) The apparatus of claim [[10]] 52, wherein the animation information comprises a numeric value associated with one of a plurality of facial expressions.

15. (Currently Amended) The apparatus of claim [[10]] 52, wherein the controller is adapted to:

track physical attributes of a user of the apparatus; and

map the physical attributes of the user to a selected value.

16. (Original) The apparatus of claim 15, wherein the controller is adapted to transmit the selected value to a remote telecommunications device.

17. (Currently Amended) The apparatus of claim [[12]] 52, wherein the interface is adapted to receive the voice information and the animation information in a packet-based call session established over a wireless link.

18. – 20. (Cancelled)

21. (Currently Amended) The article of claim [[18]] 53, wherein the instructions when executed cause the processor to retrieve the image based on at least one of a phone number and name of the participant.

22. (Currently Amended) The article of claim [[18]] 53, wherein the instructions when executed cause the processor to retrieve mapping information in the call session, wherein animating the image is based on the mapping information.

23. (Cancelled)

24. (Currently Amended) The article of claim [[18]] 53, wherein the instructions when executed cause the processor to display the animated image.

25. - 41. (Cancelled)

42. (Currently Amended) The method of claim [[1]] 51, wherein animating the image based on the received information is based on information consuming less bandwidth than the video data.

43. (Currently Amended) The apparatus of claim [[10]] 52, wherein the animation information consumes less bandwidth than the video data.

44. (Currently Amended) The article of claim [[18]] 53, wherein the received information consumes less bandwidth than the video data.

45.–46. (Cancelled)

47. (Currently Amended) The method of claim [[1]] 51, wherein establishing the packet-based call session comprises communicating Session Initiation Protocol messaging to establish the packet-based call session.

48. (Cancelled)

49. (Currently Amended) The apparatus of claim [[10]] 52, wherein the controller comprises a Session Initiation Protocol stack to communicate the Session Initiation Protocol messaging.

50. (Previously Presented) The apparatus of claim 49, further comprising a Real-Time Protocol component to communicate real-time messaging during the call session.

51. (Currently Amended) ~~The method of claim 5, further comprising:~~ A method comprising:

establishing a packet-based call session with a remote party over an Internet Protocol network;

receiving information associated with at least one physical attribute of the remote party during the packet-based call session, the received information representing movement of the at least one physical attribute, and the received information being different from video data of the at least one physical attribute;

animating at least a portion of an image associated with the remote party based on the received information;

displaying the animated image during the packet-based call session;

receiving, at a receiving device, at least one of a phone number and name associated with the packet-based call session;

determining whether the image associated with the remote party is stored locally in the receiving device based on the at least one of the phone number and name associated with the packet-based call session;

accessing the image stored locally in the receiving device in response to determining that the image is stored locally; and

accessing the image from another device over the Internet Protocol network in response to determining that the image is not stored locally.

52. (Currently Amended) ~~The apparatus of claim 12, wherein the controller is adapted to:~~ An apparatus, comprising:

an interface adapted to receive voice information and animation information in a packet-based call session from a party, wherein the animation information is representative of a facial expression of the party, and the animation information is different from video data of the facial expression;

at least one storage device to store:

an electronic representation of an image of the party; and

a controller adapted to:

communicate Session Initiation Protocol messaging over a packet-based network to establish the packet-based call session;

animate at least a portion of the electronic representation of the image based on the animation information received in the packet-based call session;

display the animated image during the packet-based call session;

receive calling party information associated with the call session, wherein the calling party information is received over the packet-based network;

receive Session Initiation Protocol call setup messaging over the packet-based network from a device associated with the party;

transmit Session Initiation Protocol messaging over the packet-based network in response to the call setup messaging;

access the image based on the calling party information;

determine whether the image is stored locally in the apparatus;

in response to determining that the image is stored locally, access the image locally; and

in response to determining that the image is not stored locally, access the image over the packet-based network.

53. (Currently Amended) ~~The article of claim 18, wherein the instructions when executed cause the processor to:~~ An article comprising at least one machine-readable storage medium containing instructions that when executed cause a processor to:

communicate Session Initiation Protocol messaging to establish a packet-based call session;

receive a voice signal from a participant during the packet-based call session;

receive information representing at least a portion of a face of the participant during the packet-based call session, the received information to indicate movement of at least the portion of the face of the participant, the received information different from video data of at least the portion of the face;

animate an image based on the received information so that movement of the face is substantially synchronized with the voice signal;

receive calling party information associated with the participant;

retrieve the image based on the received calling party information;

determine whether the image is stored locally in a device in which the processor is located;

in response to determining that the image is stored locally, access the image in the device; and

in response to determining that the image is not stored locally, access the image from another device over a packet-based network.

54. (Cancelled)